

Penny Pangolin

and the Termite Trophy

By Wayne D. Kramer



Text Connections

In the book, Penny had to make a hard choice between winning and doing the right thing. Have you ever had to choose between doing what's fair and what you wanted to do?

Write and draw about a time when you chose to be a good teammate.

Design a Gravity

Use your creativity and design your own gravity.

Vocabulary Memory

coveted

sleek

disqualified

unique

steer

PENNY PANGOLIN and the Termite Trophy

By Wayne D. Kramer

Story Concepts

CHARACTERS:

SETTING:

FAVORITE PART:

SEQUENCE OF EVENTS STORY CARDS



Put the story cards and glue them in the order they happened in the story on the "Sequence of Events" page.

Critter Match

Directions: Color each dot to make each critter and its correct name have the same-colored dot.



☐ Leopard Cat



☐ Red-Backed Butterfly



☐ Hog Badger

Scan the QR code to read facts about a couple of the book's critters.

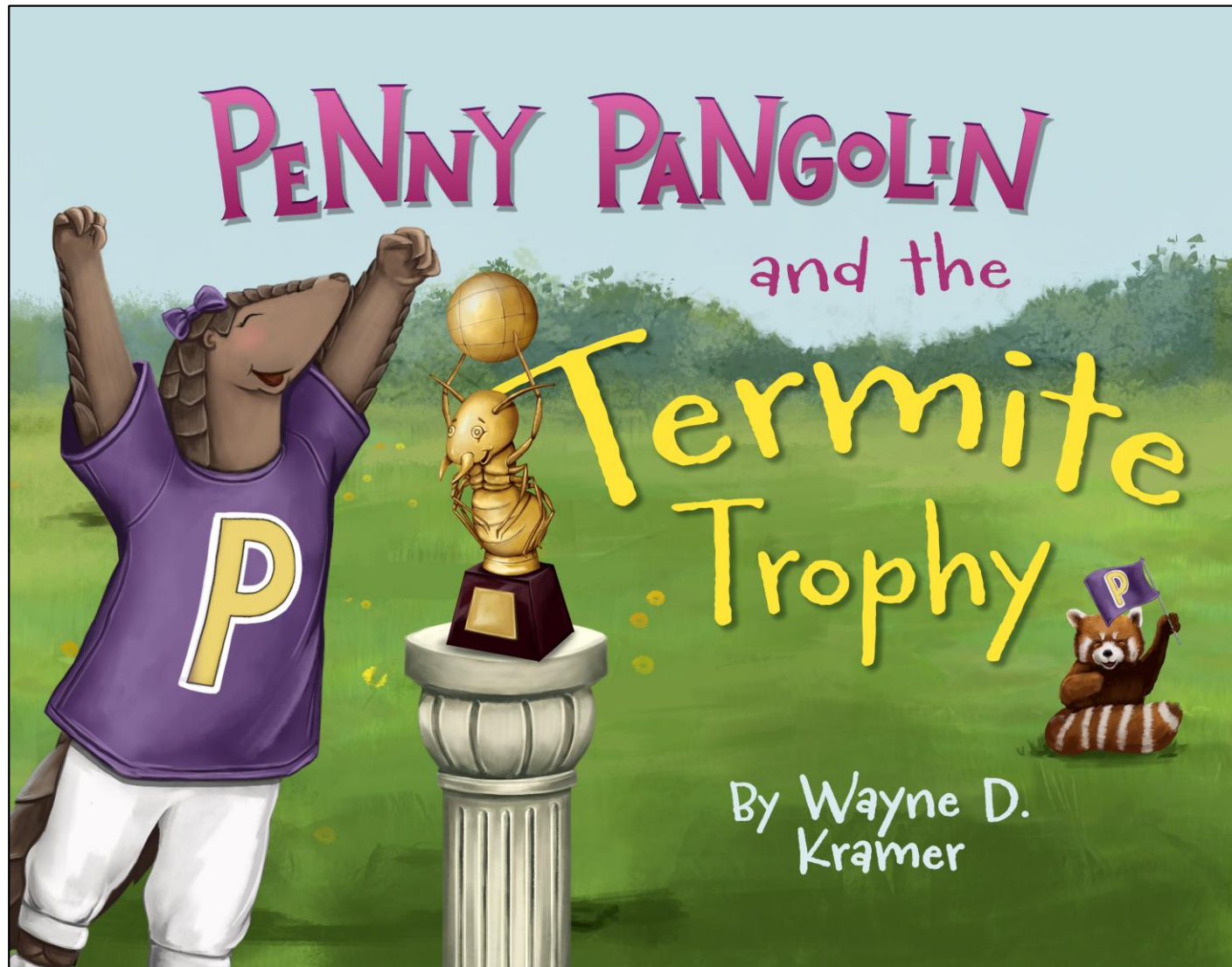


Write down an interesting fact you learned or researched about one of the critters on this page.

20 pages & 10 activities
Printable and Digital



Click on the cover of the book to be taken directly to purchase.



WHAT IS INCLUDED IN THIS RESOURCE:

Intended Audience: Ages 3-8

- Digital Integration: The digital world is where education is heading. Teachers are expected to incorporate digital components into their classrooms. This resource has it covered! With interactive activities, writing prompts for students to type their responses, and the ability for the teacher to assign the pages of the resource to their students and review/grade their submitted assignments, this resource is even more valuable.
- Character Education: Teaching the WHOLE child and not just focusing on academics is critical. This resource weaves life lessons, character traits, and important social-emotional learning virtues. The concepts explored in this book include teamwork, friendship, and sportsmanship. This is similar to what is sometimes known to educators as "SEL components."
- Standards-Based: No matter what state you teach in, the activities and lessons in this resource are standards-based. Just SOME of the standards that are covered are:

Predicting
Story Concepts
Main Characters
Setting
Problem / Solution

Summarizing
Text Connections
Writing Prompts
Vocabulary

Story Comprehension
Open-ended Questioning
Science: Identifying animals and
researching/analyzing creature
attributes and facts.

Penny
Pangolin

and the Termite Trophy

Predicting

What do you predict (think) the book
Penny Pangolin and the Termite Trophy will be about?



Summary

Uses few words to give the most important part of the story.

S

Somebody

Who is the
main
character?

W

Wanted

What does the
main
character
want?

B

But

What is the
problem?

S

So

How does the
character try
to solve the
problem?

T

Then

How does the
story end?



Story Concepts

CHARACTERS:

SETTING:

PROBLEM:

FAVORITE PART:

SOLUTION:



and the Termite Trophy

Theme / Message



Write what you think is the theme or message of the story below.





and the Termite Trophy

Penny Pangolin and the Termite Trophy

ROLL-A-PROMPT

TEACHER PAGE:

Materials Needed:

Prompt Card







Response sheet (Unless this activity is done as whole group, and this sheet is not required.)

Pencil

Option: A real die or the digital dice spinner.
(Link to spinner on the next slide.)

Student Directions: Roll the dice or spinner and answer the prompt next to the number you rolled. You and your partner continue rolling until both of you have answered all the prompts either verbally to each other or on the response sheet.



Penny Pangolin and the Termite Trophy	
	Why was this year's Big Claw Tournament special for Penny and Vin?
	Why did Penny choose Edith for the team instead of Otis?
	What was Edith's idea for the gravity car design?
	What was the name of their gravity racer?
	What unfair thing did Team Pat do during the gravity car race?
	What did Penny do after Otis's team crashed?

Penny Pangolin and the Termite Trophy



Why was this year's Big Claw
Tournament special for Penny
and Vin?



Why did Penny choose Edith
for the team instead of Otis?



What was Edith's idea for the
gravity car design?



What was the name of
their gravity racer?



What unfair thing did Team Pat
do during the gravity car race?





What did Penny do after Otis's
team crashed?

Penny Pangolin and the Termite Trophy

ROLL-A-PROMPT

Directions: Roll the dice or spinner and answer the prompt next to the number you rolled. You and your partner continue rolling until both of you have answered all the prompts either verbally to each other or on the response sheet.

RESPONSE SHEET

Penny Pangolin and the Termite Trophy



Why was this year's Big Claw Tournament special for Penny and Vin?

This year's tournament was special for Penny and Vin because they were finally old enough to participate.



Why did Penny choose Edith for the team instead of Otis?

Penny chose Edith for the team because she had already promised Edith and wanted to keep her word.



What was Edith's idea for the gravity car design?

Edith's idea for the gravity car design was to make the car extra wide for better handling.



What was the name of their gravity racer?

The name of their gravity racer was the Tremendous Termite.



What unfair thing did Team Pat do during the gravity car race?

Team Pat pushed a wooden pole out of their car to crash team Otis.



What did Penny do after Otis's team crashed?

Penny stopped to check if Otis's team was okay after they crashed and restarted the race together.

**FOR THIS ACTIVITY, YOU WILL USE
EITHER DIE OR THE DICE SPINNER.**



Click on the hyperlink below to be taken to
the digital spinner.



[Dice 1-6 Spinner](#)

SEQUENCE OF EVENTS STORY CARDS



Directions: Cut out the story cards and glue them in the order they happened in the story on the "Sequence of Events" page.

Sequence of Events: Recording Sheet

Cut out the picture cards and glue them in the order they happened in the story.

1	2	3
4	5	6

What was your favorite part of the story? Why?

SEQUENCING OF EVENTS

1.



2.



3.



4.



5.



6.



Vocabulary Memory Directions

Students will play this game like the traditional Memory game.

Once they flip over the vocabulary word and its matching definition, they get to keep that pair of cards.

At the end of the game, the student with the most cards wins.

* Teachers could also use this as an informal or formal assessment that involves the vocabulary learned from the text. Students can cut and paste each of the cards in matching pairs on a piece of manila paper.

Vocabulary Memory Cards

coveted



sleek



sculpting



disqualified



unique



steer



Vocabulary Memory Cards

Wanted very much
by a lot of people.



Smooth, shiny, and
built for speed.



Shaping
something by
carving or
building it.



Not allowed to keep
playing or winning
because a rule
was broken.



One of a kind or
very special.



To guide or control
the direction
something moves.



Text Connections



In the book, Penny had to make a hard choice between winning and doing the right thing.

Have you ever had to choose between doing what's fair and what you wanted to do?

Write and draw about a time when you chose to be kind, honest, or a good teammate.

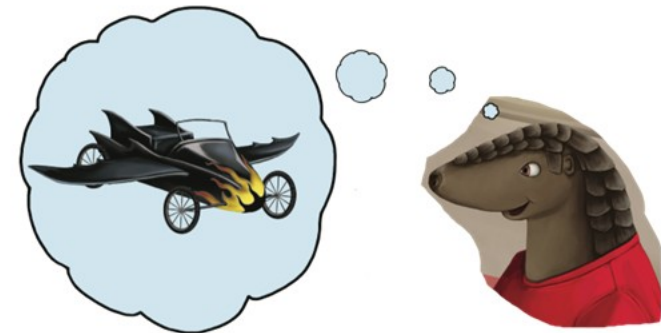




and the Termite Trophy

Design a Gravity Car

Use your creativity and design your own car.



Critter Match

Directions: Color each dot to make each critter and its correct name have the same-colored dot.

Scan the QR code to read facts about a couple of the book's critters.



Leopard Cat



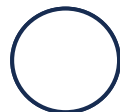
Redlace-Wing
Butterfly



Hog Badger



Armadillo



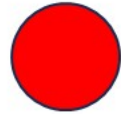
Orangutan

Write down an interesting fact you learned or researched about one of the critters on this page.

Critter Match

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Leopard Cat



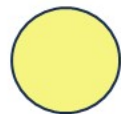
Redlace-Wing Butterfly



Hog Badger



Aardvark



Orangutan

Answer Key

Write down an interesting fact you learned or researched about one of the critters on this page.



GOOGLE SLIDES LINK:

FOR THE DIGITAL SECTION OF YOUR RESOURCE:

WHAT YOU NEED TO DO TO GET STARTED:

1. Download link for the Google Slide product (by clicking the star icon at the bottom of this page and make a copy).
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Click the **STAR** below to make a master copy on Google.

2. Once you make your master copy and rename it to the title of your choice, you can assign it to your students in Google Classroom, on their Google Drives, on Canvas, etc.

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kristen@thebrightcookie.com

I will be more than happy to sort it out!

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Credits

Thank you to all the incredible artists who contributed to this resource with their beautiful design elements and expertise!

Click on the picture of Wayne D. Kramer, the author, to be taken directly to his website.



<https://artprojectsforkids.org/>